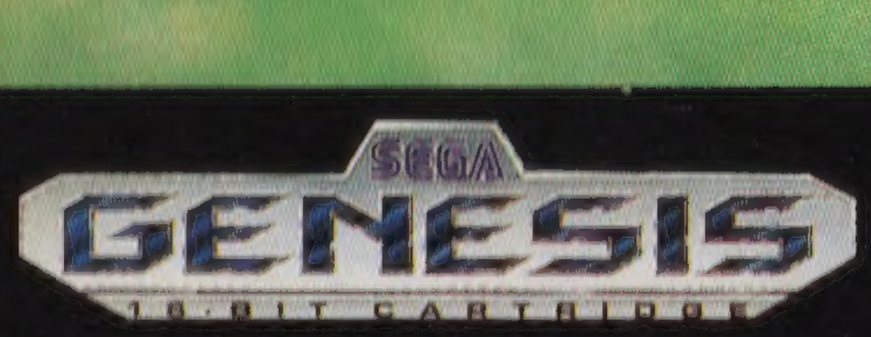
PRESENTS

WORLD CLASS

LEADERBOARD™ GOLF

DIGITIZED VOICE AND SOUND EFFECTS



Many Are Called But Few Make It To The Top Of The Leaderboard!

Golf... A sport that requires the physical precision of archery and the strategy of chess. In World Class Leaderboard Golf anyone from novice to professional can swing clubs on some of the world's best known golf courses. Florida's famous Doral Country Club, a course so tough, it has made many pro golfers reconsider their line of work. Cypress Creek, in the big state of Texas where everything is made rough and rugged, challenges even the big hitters. Saint Andrews in Scotland, considered to be the Granddaddy of all golf courses with greens bigger than Rhode Island. And as a bonus, you can play on Gauntlet, a challenging course designed for Leaderboard.

Every choice you make is the difference between a great game or a bad one. Before attempting one of the courses be sure to perfect your game at the driving range and practice green. When you are ready, set your options and begin play. Be sure to check the weather conditions, they change each time you play. Check the wind, pick your club from a full complement, and go for that birdie. Stay away from trees, lakes and sand traps or you'll hear the announcers's reaction.

When you get it all mastered and are on top of your game, you will ascend to the coveted position at the top of the Leaderboard.

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1.

2. Make sure the power switch is OFF. Then insert the World Class Leaderboard cartridge into the console and press it down firmly.

3. Turn the power switch ON. In a few moments, the World Class Leaderboard Title screen appears.

4. Press Start when the Title screen appears.

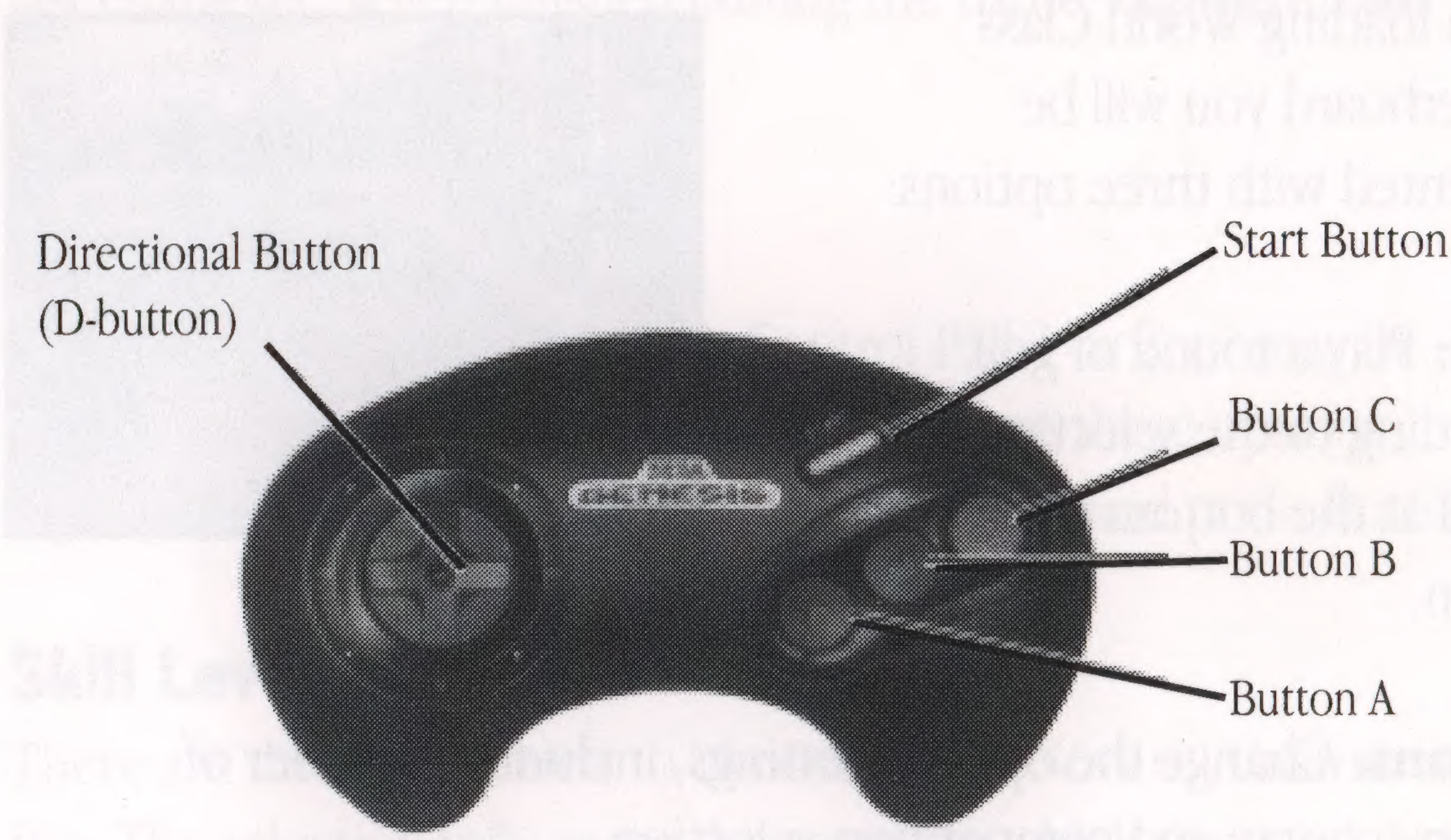
Important: If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted, with its label facing toward you. Then turn the power switch ON again. Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

Handling the Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture damage or mark the phosphor or the CRT. Avoid repeated or extended use of video games or Large-screen projection televisions.

Controls



In the introduction use the D-Button (L/R) to begin selection of Options.

Start:	Top Menu
D-Button	
Left/Right:	Shot Direction; Rotate View
Up/Down:	Club Selection; Scroll up/down Leaderboard in Tournament mode
Button A:	Shot Power & Hook/Slice; Menu Selection
Button B:	Chip Shot
Button C:	Punch Shot; Previous Menu

Main Menu

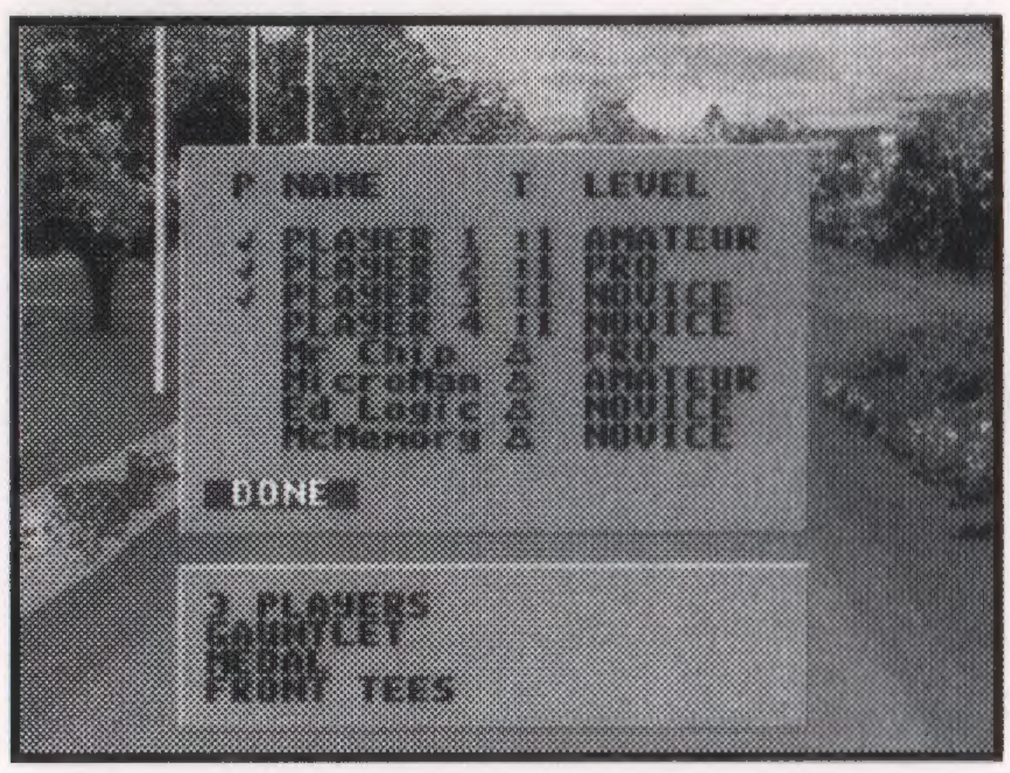
Upon loading World Class Leaderboard you will be presented with three options:

Start: Play a round of golf according to the selections found at the bottom of the screen.

Options: Change the options settings, including number of players, course and competition selection.

Practice: Practice your drives on the Driving Range or your putts on the Putting Green.

Options



The first Option screen allows you to edit the number of players, players' names, control method and skill level.

Number of Players

You can select between one to four players to compete. To select a player, highlight the space next to the player's name in the column headed **P** with the D-button and press Button A. A check mark confirms the selection. You may deselect players in the same way.

Players' Names

To edit a Player's name, highlight the name with the D-button and press Button A. This brings up a selection of characters. Press Button C to clear the present name. You can then insert characters

using the D-button and pressing Button A. Button B deletes the last character. When finished editing the name, highlight ***End*** and press Button A.

Control Method

Players may be controlled from Control Pad 1 or 2, or may be computer controlled ( ). To cycle between these options, highlight the control method currently shown and press Button A.

Skill Level

There are three skill levels to choose from - Novice, Amateur and Pro. The selection influences the extent to which the wind, hook or slice affects the shot, and also the speed of the Power Snap Indicator. Use the D-button to highlight the option and change with Button A.

When you have made your selections, highlight ***Done*** and press Button A. You will now be asked to choose a type of competition.

Competition Selection

For a single player, there are three methods of scoring:

Medal: The winner is decided by the lowest number of shots taken to complete the course. If there is just one player, you play against the course, so shoot for a score below par.

Stableford: Under this scoring method you are awarded points for your score compared to the par for the hole:

3 Under Par	Albatross	5 Points
2 Under Par	Eagle	4 Points

1 Under Par	Birdie	3 Points
Par		2 Points
1 Over Par	Bogey	1 Point
2 or more Over Par		0 Points

The winner is the player with the most points at the end of the game.

Tournament: You compete in a field of 48 golfers for position on the Leaderboard. Watch the Leaderboard carefully because the other golfers will have teed off before and after you.

After each hole is completed, check your position on the Leaderboard — if you're not at the top, scroll up/down with the D-button. All the names of the players in your group are highlighted in a different color.

For two or more players there is an additional competition format available:

Matchplay: You compete hole by hole over an 18-hole course. The winner is the player that wins the most holes. If there is no winner after the 18th hole, the game continues on hole 1 of the same course in a sudden death playoff (the first player to win another hole wins the competition).

In the formats listed above normal rules of play apply:

1. After each player has teed off, the player who is farthest away from the hole shoots first; the player who is next farthest away shoots second; etc. If after your shot, you are still farthest away from the pin, it is still your turn.

2. After a hole has been played, the player with the lowest score on that hole tees off on the next hole.

When a four player game has been selected, other competition choices may be selected other than the original four listed above:

Foursomes: The first two players in the player listing screen play together as a team, against the third and fourth listed players, who form an opposing team.

Within each team, the players alternate teeing off each hole. The players then alternate shots of the same ball to complete the hole.

Best Ball or Greensomes: The players form two opposing teams, as with Foursomes, but all players tee off. After the first shot, each team selects the best drive and continues the hole with that ball only, alternating shots.

Fourballs:Each player plays the hole. The scores of the two players within a team are combined to determine the winning team.

The above combinations of scoring methods and competitions give 12 types of games.

Additionally, there are two other variations to play:

Skins: Serious golf played for money! $1,000 is added to the Pot before each hole is played. The player who completes the hole with the least number of shots wins the Pot. If the hole is tied between two or more players, the Pot is carried forward to the next

hole. After the 9th hole, the amount added to the Pot is doubled to $2,000.

Texas Scramble: All players play together to compete against the course. All players take their shots. The best shot is selected and the other shots are disregarded. All players then hit from the same position to see who can perform the best shot. The same selection process is carried out on each hole.

This gives up to four players the chance to attempt the same shot, to achieve truly outstanding scores!

Both Skins and Texas Scramble are available for three or four player games.

In all Matchplay, Stableford and Skins competitions, the computer will automatically pick up the ball if a player's shot does not affect the outcome of the hole.

The Leaderboard

In between holes and at the end of the game the Leaderboard appears. It displays the names of the competitors and their scores. The small boxes under each player's name will show the total number of shots taken on each hole.

Sometimes there will be letters instead of numbers for the hole. A **c** means your opponent has holed out. A **p** means your player has picked up the ball for that hole.

Course Selection

There are four 18-hole courses to select from. Highlight your choice and press Button A.

Doral Country Club

This Florida Course, built in 1962, is nicknamed the Blue Monster because it is spread across almost as much water as grass. Each year the Doral Ryder Open is held here.

OUT	3405 yards	Par 36
IN	3540 yards	Par 36
TOTAL	6945 yards	Par 72

St. Andrews

This royal and ancient club was founded in 1754 and golf may have been played at St. Andrews as early as 1552. One of its most unique feature is its double greens which are so huge that a player can face a length of putt undreamed of on other courses.

OUT	3516 yards	Par 36
IN	3473 yards	Par 36
TOTAL	6989 yards	Par 72

10
Champions Cypress Creek

This Texas course was designed in 1957 to "The World's Largest and Finest." Many of the major PGA Golf Tournaments have been played here including the U.S. Open and Ryder Cup Championships.

OUT	3628 yards	Par 36
IN	3604 yards	Par 35
TOTAL	7232 yards	Par 71

Gauntlet Country Club

Designed to be the ultimate World Class golf challenge, few courses combine such a searching trial of skill and courage as the Gauntlet. The drive down each fairway is harrowing, while the traps and water hazards are numerous and perilous.

OUT	3180 yards	Par 36
IN	3263 yards	Par 36
TOTAL	6443 yards	Par 72

Tee Selection

Once you have selected the golf course, you are asked to select the Tee position. Each hole has three tees. Each is a different distance from the pin:

Front Tees	The standard setting, nearest the pin.
Competition Tees	Adds greater difficulty.
Tournament Tees	For the Pros, the furthest from the pin.

Changing the Tee selection gives a whole new feel to a course, so the four courses available become more like twelve!

Throughout the Options section, you can return to the previous menu by pressing Button C. Once you have set all of the options you return to the Main Menu. Highlight START and press Button A to begin the game.

Playing Instructions

After pressing Button A the Summary screen confirms your option selections. This screen also gives an indication of the weather conditions which will affect the game:

Wind Conditions

Strong Winds	A wind indicator is shown on-screen when you take your shot, so that you can adjust your shot direction.
Moderate Winds	
Calm Winds	

Putting Greens

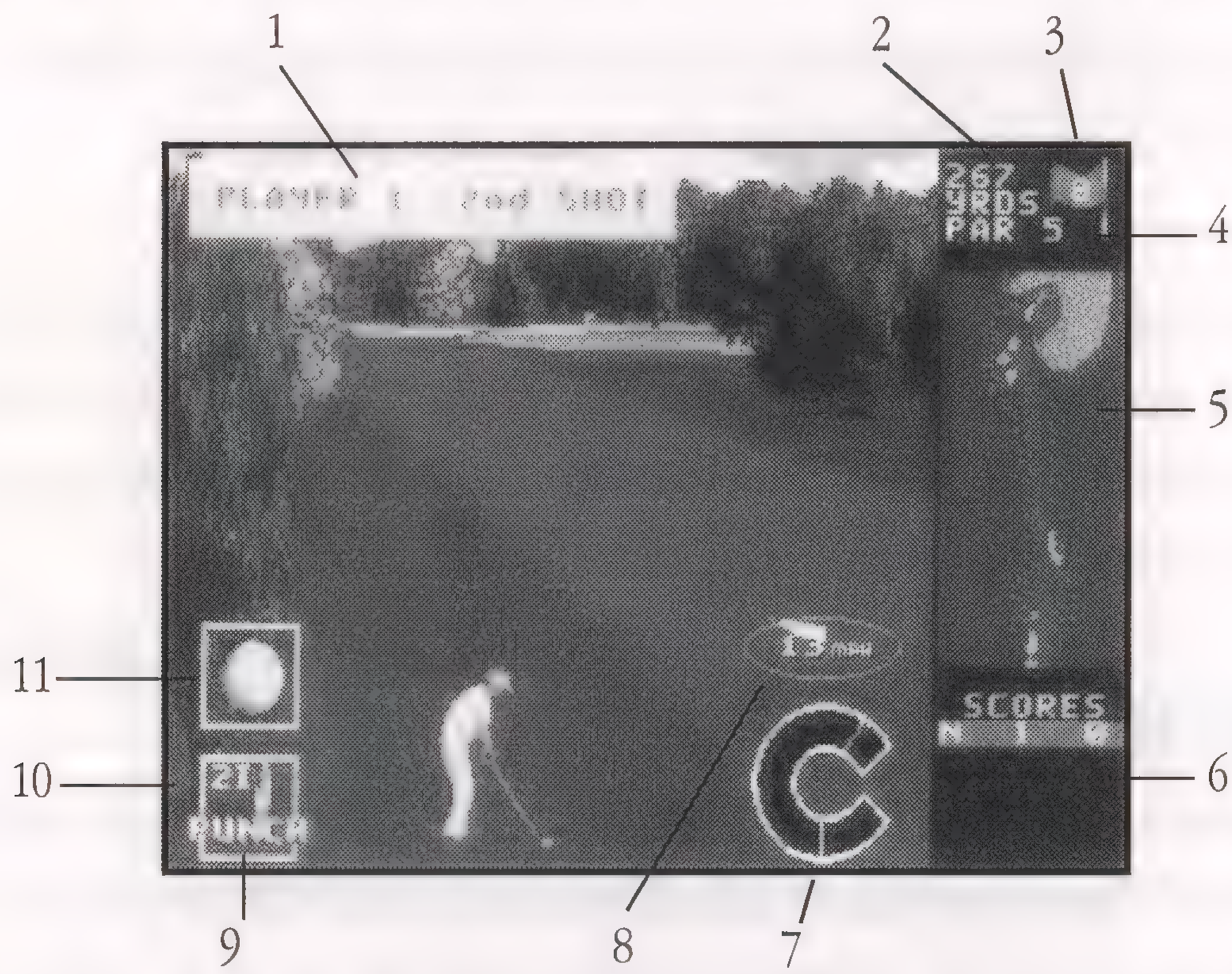
Wet and Slow Greens	
Damp Greens	The more damp the greens, the quicker the ball will lose momentum and come to a stop. On dry greens, the ball will bounce more.
Normal Greens	
Perfect Greens	
Dry and Fast Greens	

Fairways

Wet Fairways
Damp Fairways
Normal Fairways
Hard Fairways

As with Putting Greens, damp conditions reduce the bounce of the ball and slows the run of the ball.

Playing World Class Leaderboard Golf

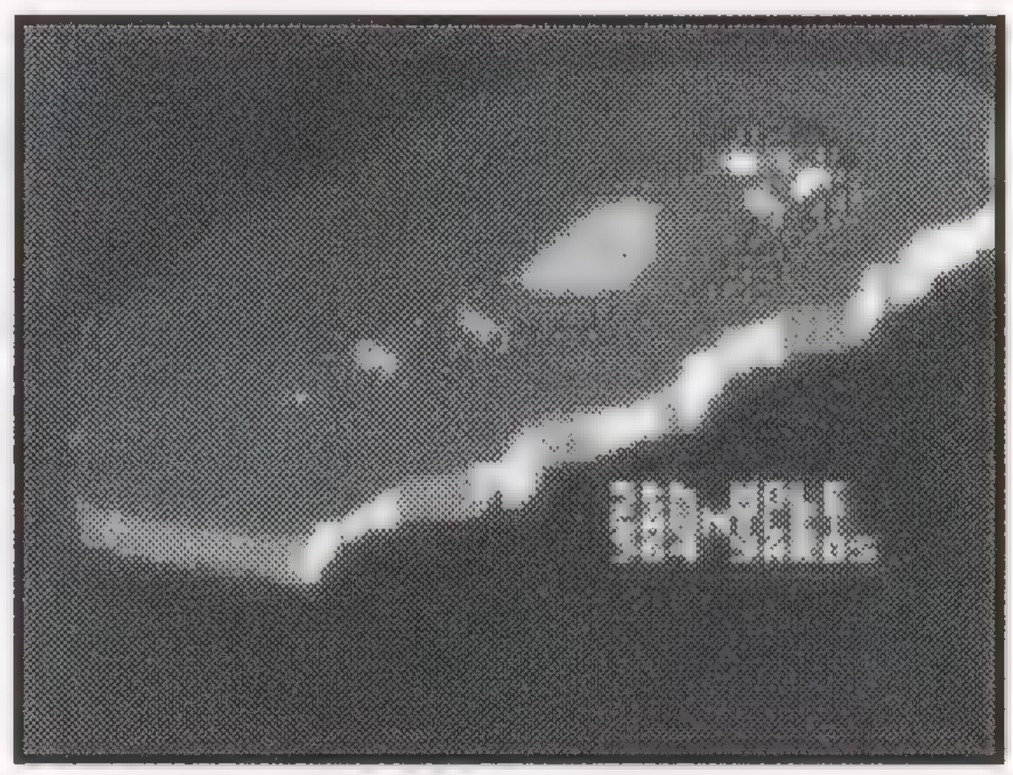


1. Temporary display confirming player's name and number of shots.
2. Distance remaining from the ball to the pin, in yards, feet or inches as applicable.
3. Current Hole.
4. Par for the Hole.
5. Real-time overhead view.
6. Score box.
7. Power Snap Indicator.
8. Wind Indicator. The arrow shows the direction of the wind while the number shows the strength of the wind.
9. Special Shots Indicator. There are two special shots you may select:

Chip Selected with Button B.
The ball is hit with a high trajectory and fairly short distance.
Punch Selected with Button C. The ball has a low trajectory and fairly short distance.
Both shots may only be performed with a 5 Iron or above or a Pitching or a Sand Wedge.
10. Club Selection.
11. Temporary display showing the lie of the ball.

Top View

An overhead view of the hole to be played is briefly displayed before beginning play. This can be viewed between shots.



Before taking your shot, you can look at an overhead view of your position on the fairway. Press the Start button to bring up the Top Menu, highlight ***Top View*** and press Button A.

Select Your Club

You can see the available clubs by pressing Up/Down on the D-Button. You can consult your Caddy by pressing the Start button to bring up the Top Menu, highlighting Caddy Advice and pressing Button A. This will also give you the average shot distance of each club along with the caddy's recommendation.

Adjust Your Aim

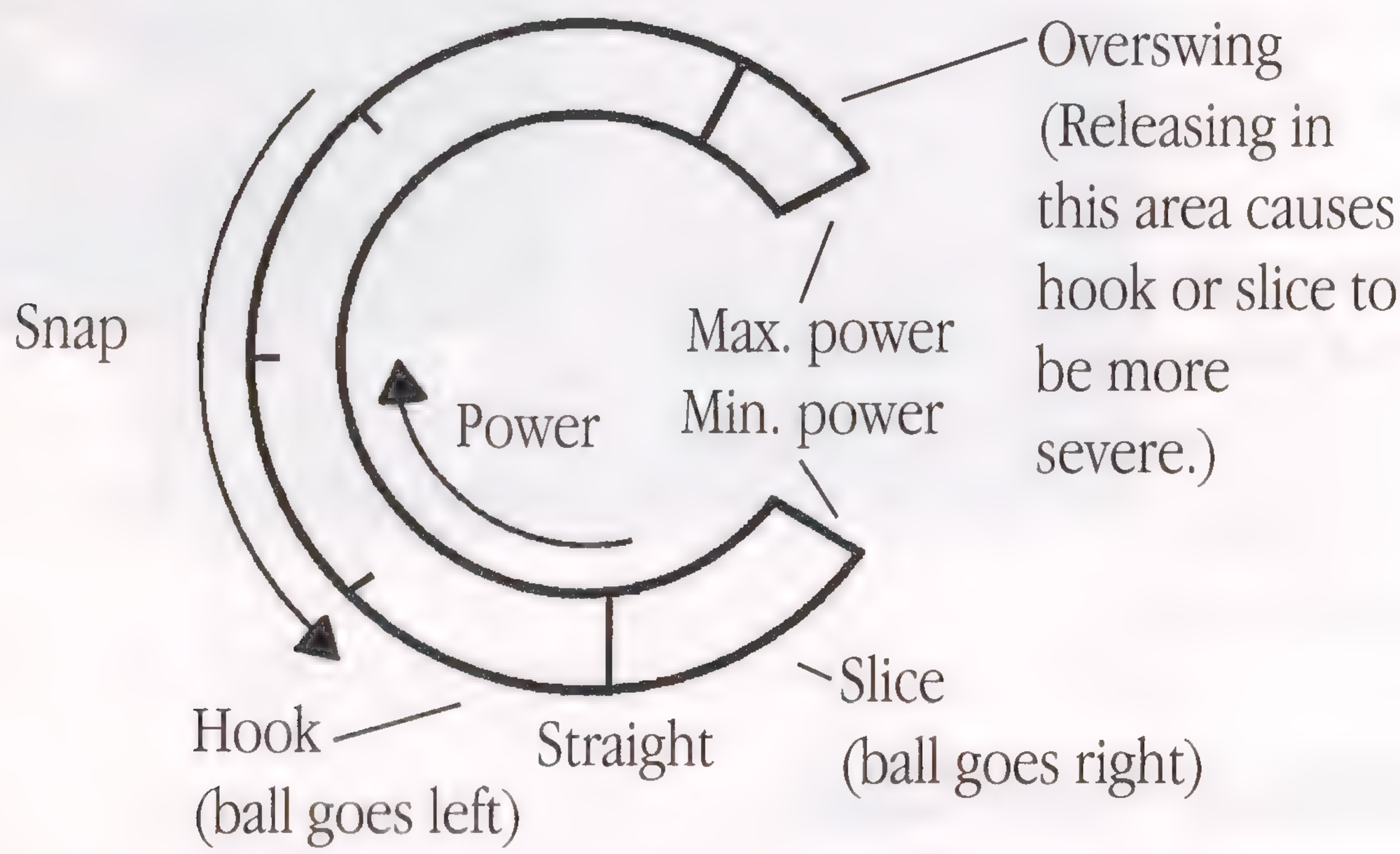
Press Left/Right on the D-Button to adjust the direction indicator (the red cross). Remember that the wind will affect your shot!

You can also rotate the view left or right. To rotate to the left, press left on the D-Button until the direction indicator moves as far as possible. Release and press left again. The screen will be redrawn rotated to the left (max. 3 rotations left/right).

Driving

You must start the swing, set the power of your swing and snap your wrists to control the hook or slice. All three are accomplished during the swing sequence, which can be viewed by watching the golfer or the Power Snap Indicator.

Power Snap Indicator



Step 1 - Start the swing by holding down Button A.
Step 2 - Set the power by releasing the button during the back swing.
Step 3 - Set the snap by pressing Button A. Snapping just as the club hits the ball will produce a straight shot. Snapping too early will cause the ball to hook; too late and it will slice.

Hold down Button A for the amount of power you want in your swing. The speed of the downswing will be influenced by the

power setting, skill level, lie of the ball etc. So it will vary between each shot.

Putting

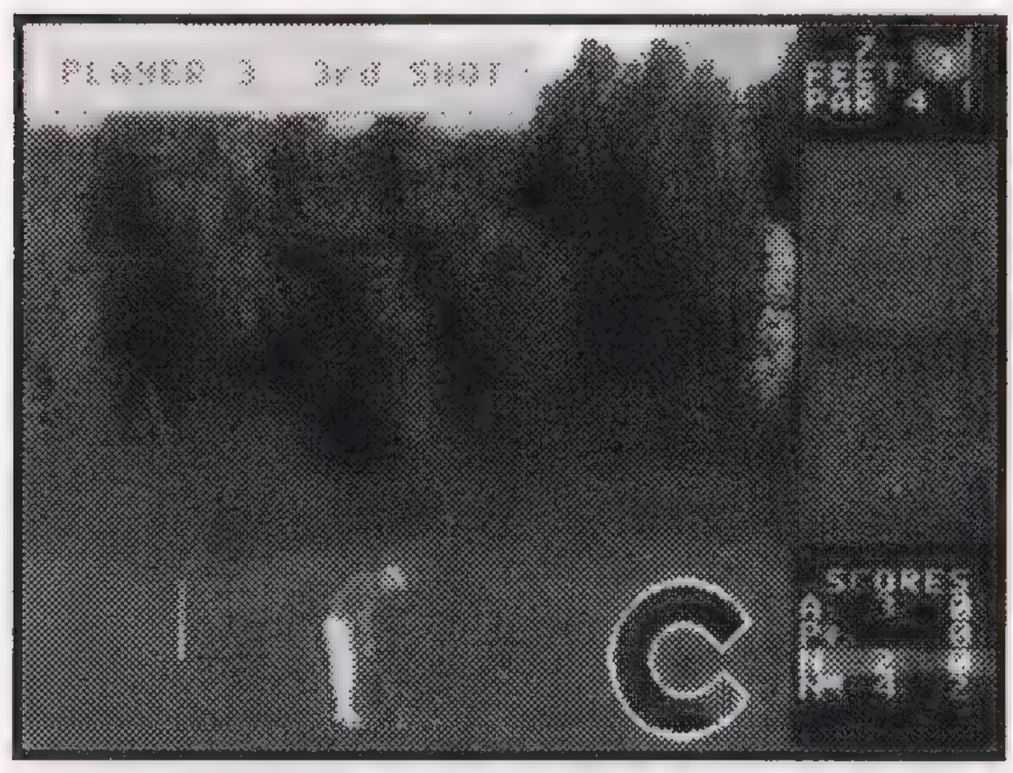
Once on the putting green you are automatically given a putter and the Club selection is disabled.

The Power Snap Indicator shows the power of the putt. The shaded area is lead-in area to help judge short putts. The power of your putt is indicated after this shaded area.

The Slope Indicator shows the green's steepness. The vertical line's (grey and white) height reflects the steepness of the slope - the higher the line the steeper the slope. The black line points from the base of the first line in the downhill direction. Use this line to determine the direction of the green's slope.

Score Box

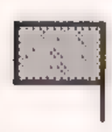
The score box in the bottom right corner of the screen has a line for each player. The players' scores are listed in the order in which the player's names appear in the Options settings.



The first column indicates the player's skill level:

N-Novice
A-Amateur
P-Professional

There may be an additional character alongside, signifying the following:

 - Player had holed out (completed the hole)

P - Player has conceded the hole by picking up the ball.

The middle column shows the number of shots taken so far on the current hole. The meaning of the third column depends upon the scoring system in use:

Medal: Number of shots above or below Par for the hole.
Matchplay: Number of holes by which the leading player is winning.
Stableford: Current tally of points.

In Skins this column shows the players' winnings (or number of Skins) to date. The value of the Pot is also shown in the Score box.

Top Menu

In addition to having the Top View and Caddy Advice, the Top Menu can be used to retire players or quit the game.

In multi-player games, if you go to the Top Menu before a player takes his shot, you are given the option to Retire Player. If the player is controlled by the computer, you will also be given the option to make him a Human Player, so that a friend can join you during the course of a game. Similarly you can turn a human player into a Computer Player.

In some instances, such as a Fourballs competition, it would invalidate the game if you were to retire a player, so this option is replaced with Quit Game. This also applies to one player games.

In multi-player games you can quit the game by retiring players one by one until the Quit Game option is shown.

Bringing up the Top Menu before a computer controlled player takes his shot requires good timing, but with practice the technique is easily mastered.

Practice Options

When you select from the Main Menu you are given the choice of Driving Range or Putting Green. On the Driving Range the final position of each drive is highlighted so you can monitor the improvement in your game. In the Practice Options, the fairway and green conditions are always normal but the wind may vary.

Hints & Tips

Driving

Pay close attention to the Lie indicator. The worse the lie, the faster the downswing on the Power Snap Indicator will be and the more chance to hook or slice your shot. Generally it is best to choose a longer club and underhit when the Lie is poor.

Before a swing; check the Wind Meter and the Direction Indicator.

Try to best position yourself for the next shot; especially on long holes.

Try to stay on the fairway; the grass is rougher off of the fairway.

Near the hole

Learn to use "Punch" and "Chip" when you are a short distance away from the green.

Putting

Always check the break of the green before you putt.

Don't swing too hard; on a steep grade of the green you may find yourself further away from the hole than before.

Scores

5/30/94
Fred – Hole-in-One 4th hole Doral

7/29/94
Jan – Number 8 Holes Doral (P)

8-8-94
Jan – Number 18 St And. (A)

10-10-94
Jan – Number 18 St And. (N)

12-27-94 – 74' putt – St Andrews hole #2 (P)
Jan

12-27-94 Fred 360 yd drive hole #7
St Andrews (P)

Fred 59' putt hole #11
St Andrews (P)

Notes

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U.S. Gold, Inc. warrants to the original purchaser of this U.S. Gold cartridge is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This U.S. GOLD cartridge is sold "as is" without express or implied warranty of any kind, and U.S. GOLD is not liable for any losses or damages of any kind resulting from use of this program. U.S. GOLD agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any U.S. GOLD cartridge, postage paid, with proof of date of purchase, at its Factory Service Center.

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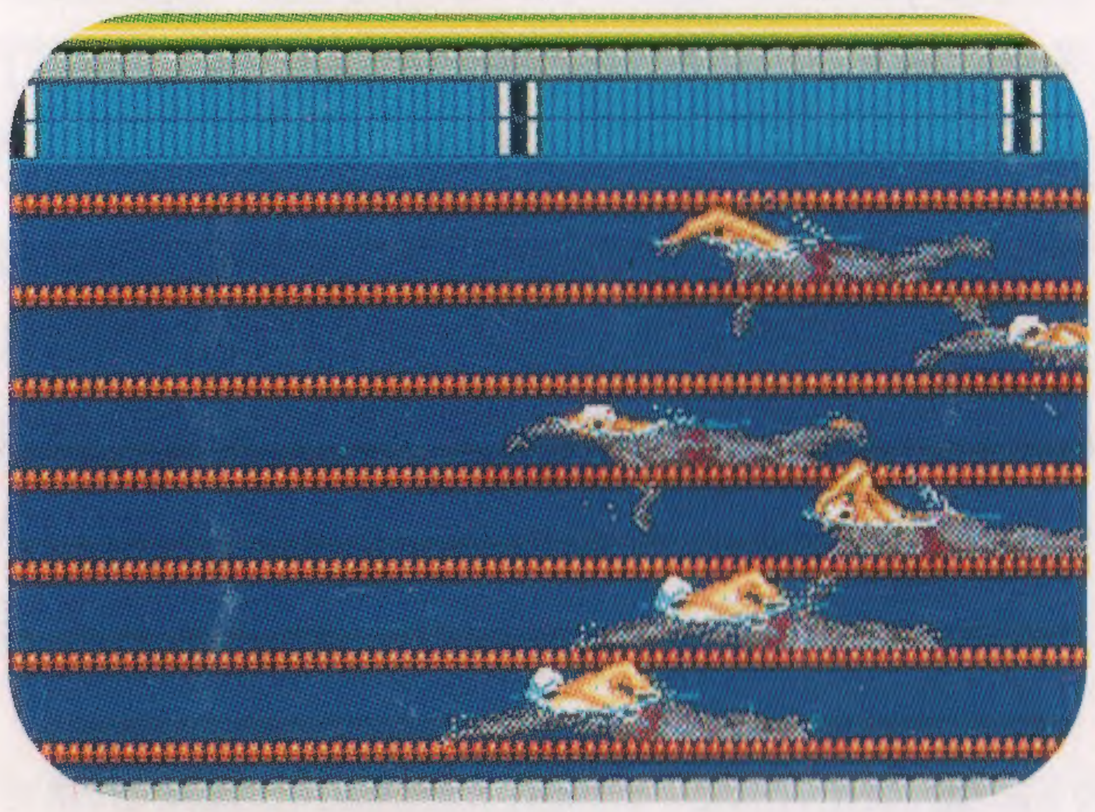
Also available from . . .

PRESENTS

OLYMPIC GOLD™



Features 7 different events

100 Meter Sprint
110 Meter Hurdles
Hammer Throw
Pole Vault
Archery
Springboard Diving
200 Meter Freestyle Swimming

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